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Week Seven

Diffusion and Integration of Technology in Education

EDUC 7101/8841

Dr. Thornburg

**Storyboard Update with Strategies for Adoption of the Innovation in my School District**

**Innovators and Early Adopters of Virtual Field Trips-Second Life:**

Due to the nature of Second Life and the age restrictions for creating an avatar within Second Life, I would have to say the innovators would probably be those within the technology department at the high school setting. Because there is a Teen Second Life, the high school faculty, especially those in the sciences or computer technology would most likely adopt the innovation in the early stages.

The strategies that would be most likely to persuade them to adopt the innovation are compatibility and trialability. I believe virtual field trips into Second Life must be relevant to the materials being studied and they must be beneficial to the content area by expanding it and reinforcing prior knowledge. The trialability factor would help convince the faculty because they know up front this is a test and not necessarily something they will have to use long term if it is not successful.

I believe the laggards in terms of adopting the virtual field trips within Second Life would probably be those educators focused in Kindergarten through Second Grade. Although virtual field trips within themselves can be geared toward any age group, my focus for this project is that of virtual and educational experiences within Second Life. Although Second Life has many rewarding experiences, I believe the concept might be too much for some of the younger grades to consider vital to the implementation of the curriculum. They would hesitate to adopt it because of the age restrictions, even though video capturing could bring the field trips to them without the students entering into the virtual world on their own. However, I don’t know that copyright laws would allow under aged students to view educational experiences within the world without permission from Linden Labs and Second Life. The details of copyright laws are something I am trying to work out at this point.

I believe the combination of Relative Advantage, Complexity, Compatibility, Trialability, and Observability working together to create a study from beginning to end result, would allow faculty to see the benefits of virtual field trips within Second Life. The ease of which these field trips may be captured and made into a video for the students to view, the compatibility that many of the science and history educational experiences have with the district curriculum, and the option to be able to observe the outcomes of the experiences, all come together to build a fairly persuasive argument. The experiences that are available are an economic advantage for the school district and they bring history and science to life with practical applications. Students can interact with the avatar that guides them through the educational environment. It is close to experiencing it for themselves. Probably the closest they will be able to achieve without actually visiting the location.

With the above strategies in place, and an observable measurement of success in virtual field trips, I believe this innovation would reach critical mass and spread more rapidly throughout the educational world.